

**EXPERIENCE JAMES BOND
ON SPECIAL EDITION DVD!**



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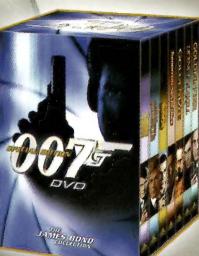
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**"THE
SPECIAL
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INCREDIBLE!"**

-Total Movie

**"COOL!
VERY COOL!"**

-Entertainment Weekly



HOME ENTERTAINMENT

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INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

This is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.



THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

TEEN (13+)
SUGGESTIVE THEMES
VIOLENCE

LICENSED BY



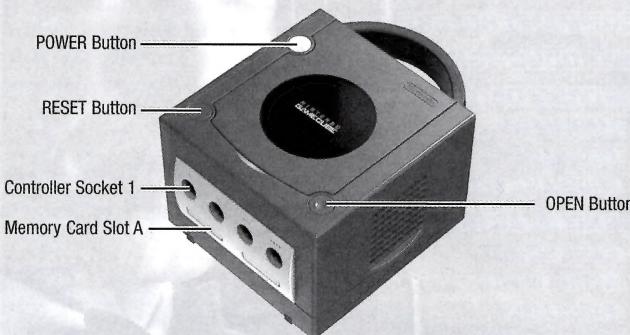
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GETTING STARTED

NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *James Bond 007: NightFire*™ Nintendo GameCube™ Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *James Bond 007: NightFire* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *James Bond 007: NightFire* title screen, press **START/PAUSE** to advance to the Main menu, ▶ p. 8.

Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV).

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate progressive scan mode, press and hold the **B** Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

GAME TIP

Use the scope on the sniper rifle to survey unfamiliar environments.

COMMAND REFERENCE

Get to know these controls intimately, 007.

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	•Control Pad or Control Stick ▲
Cycle choices/Move sliders	•Control Pad or Control Stick ↗ ↘ ↙ ↘
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button

GAME TIP

Use your environment to your advantage—for instance, a group of soldiers near a gas drum can be eliminated with one well-placed shot.

DEFAULT BOND CONTROLS

Move	Control Stick \downarrow
Strafe	C Stick \leftrightarrow
Turn	Control Stick \leftrightarrow
Look	C Stick \downarrow
Crouch	X Button
Reload/Action	A Button
Jump	Y Button
Manual Aim	L Button (hold)
Fire Weapon/Use Gadget	R Button
Cycle Gadgets	+Control Pad \leftrightarrow
Cycle Weapons	+Control Pad \downarrow
Alternate Fire	B Button
Vision Mode	Z Button
Pause Game	START/PAUSE

DRIVING CONTROLS

Steer Left/Right	Control Stick \leftrightarrow
Gas	R Button
Brake/Reverse	L Button
Look Back	C Stick
Fire Weapon	A Button
Use Gadget	B Button
Next Camera View	Z Button
Next Weapon	Y Button
E-Brake	X Button

RAIL SHOOTER CONTROLS

Rotate/Tilt	Control Stick
Fire Weapon	R Button
Change to Alternate Fire	B Button/+Control Pad
180° Pivot (Snowmobile Only)	Y Button
Manual Aim	L Button (hold)

GAME TIP

Search all areas thoroughly for well-kept information or hidden supplies.

INTRODUCTION

<< INCOMING TRANSMISSION FROM M >>

The world is once again in need of your talents, 007.

As you know, Phoenix International Corporation, run by the international green industrialist Raphael Drake, has been entrusted with dismantling warheads throughout the world. These efforts have been billed as being philanthropic in nature, but we realize he has more sinister motives. Intelligence implicates Drake in organizing the theft of a secret component of the missile guidance hardware intended for the U.S. Space Weapons Platform. Unfortunately, Drake has been very careful to keep his plans well hidden.

This is where you come in, 007. With some help from Q, and a number of key agents in the field, you must stop Drake in his plans for total world domination.

<< END TRANSMISSION >>

FOR MORE INFO about this and other titles, visit EA GAMES™ on the web at www.eagames.com.

GAME TIP

Try activating anything that looks like a knob or switch or secret passageway—anything that may be opened, turned on/off, destroyed, etc.

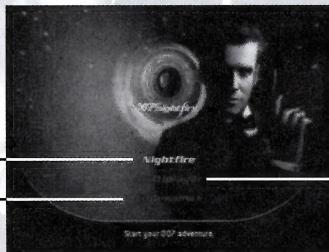
SETTING UP THE GAME

Let's go over the basics, 007.

NOTE: Default options are listed in **bold** in this manual.

MAIN MENU

Play solo, start a multiplayer match, or create a game profile.



NIGHTFIRE	Engage in a Single Player game.
MULTIPLAYER	Start a multiplayer game.
CODENAMES	Create and edit a codename.

SETTING UP A SINGLE PLAYER GAME

To set up a Single Player game:

1. Select NIGHTFIRE from the Main menu. The Select Codename screen appears.
2. Choose to either PLAY WITHOUT SAVING or create a NEW CODENAME.
 - ◎ Select PLAY WITHOUT SAVING to enter gameplay immediately with the default game settings and control configuration. You are not able to save your game progress using this default profile.
 - ◎ Select NEW CODENAME for optimal James Bond 007: NightFire gameplay. Choose your controller configuration and save your game progress.
3. Enter a new codename, highlight the checkmark icon, and press the A Button. The Controller Setup screen appears.
4. Select a controller configuration that best suits your gaming style. The Edit Codename screen appears.
5. Customize your game options (► *Codenames* on p. 9), then select SAVE CODENAME. The Select Codename screen appears.
6. Highlight your codename and press the A Button. The Select Difficulty screen appears.

GAME TIP

Don't forget to use your gadgets; they are vital to your success.



7. Choose your level of difficulty—**OPERATIVE**, **AGENT**, or **00 AGENT**—and press the A Button. The Select Mission screen appears.

8. Select a game level and press the A Button. The action begins.

SETTING UP A MULTIPLAYER GAME

To set up a Multiplayer game:

1. Select MULTIPLAYER from the Main menu. The Join Game screen appears.
2. Press the A Button to join the game. The Choose Codename option appears.
3. Select a codename and press the A Button. The Select Scenario option appears.
4. Select a scenario (► *Scenarios* on p. 23) and press the A Button. The Select Map screen appears.
5. Select a map and press the A Button. The Choose Character option appears.
6. Select a character and press the A Button. The Health Handicap option appears.
7. Set the amount of health you have relative to the other players and press the A Button. The Scenario Options screen appears.
8. Select Game Rules, Player and Enviro-Mods, and AI Bot options (► *Scenario Options* on p. 24), select **START** and press the A Button to begin.

CODENAMES

Access your game settings and mission progress under your codename.

To create a Codename:

1. Select CODENAMES from the Main menu. The Select Codename To Edit screen appears.
2. Select NEW CODENAME and press the A Button. The keyboard screen appears.
3. Enter a new codename, highlight the checkmark icon, and press the A Button. The Edit Codename screen appears.
4. Select SAVE CODENAME and press the A Button. Your codename is created.

CODENAME OPTIONS

Customize your James Bond experience.

- ◎ To access codename options, select a codename in the Select Codename screen.

CONTROLLER SETUP Choose your Controller configuration.

DRIVING CONTROLLER Review your driving controls.

OPTIONS Adjust gameplay options.

MULTIPLAYER OPTIONS Adjust multiplayer options.

AV OPTIONS Adjust audio/video options.

SPEAKER Choose between MONO, **STEREO**, and SURROUND.

SAVE CODENAME Save your Codename.

GAME TIP

When you see an enemy in the distance, stay out of sight, take your time, and drop him with a clean shot.



ADVANCED OPTIONS

RUMBLE Turn the Rumble Feature **ON** or **OFF**.

AUTO AIM Turn **ON** or **OFF** the Auto Aim function.

CROSSHAIRS Enable onscreen cross hairs by selecting **YES** or **NO**.

CRUNCH Choose to either **TOGGLE** crouching on and off or to **HOLD** the crouch button.

MANUAL AIM Choose to either **TOGGLE** manual aim crosshairs on or off or **HOLD** crosshairs on-screen.

WEAPON AUTO SWITCH Automatically switch your equipped weapon with a better weapon by selecting **ON** or **OFF**.

FLASHING OBJECTS Items that can be used will flash when **ON**.

HUD ALWAYS ON Permanently enables your HUD by turning it **ON**.

MULTIPLAYER OPTIONS

RADAR Turn the player radar **ON** or **OFF**.

HEALTH HANDICAP Skew player health positively or negatively.

AUTO AIM Turn **ON** or **OFF** the Auto Aim function for multiplayer battles.

AV OPTIONS

MUSIC VOLUME Adjust music volume.

EFFECTS VOLUME Adjust effects volume.

SUBTITLES Turn subtitles **ON** or **OFF**.

MULTIPLAYER SPLIT SCREEN Split the screen **HORIZONTAL** or **VERTICAL** during 2-player gameplay.

SPEAKER Choose between **MONO**, **STEREO**, or **SURROUND**.

WIDESCREEN Turn the widescreen function **ON** or **OFF**.

SCREEN ADJUST Adjust the position of the game screen on your television.

RESTORE DEFAULTS Return all options to their default values.

CREDITS View credits.

DIE ANOTHER DAY TRAILER View the trailer of the James Bond film *Die Another Day*.

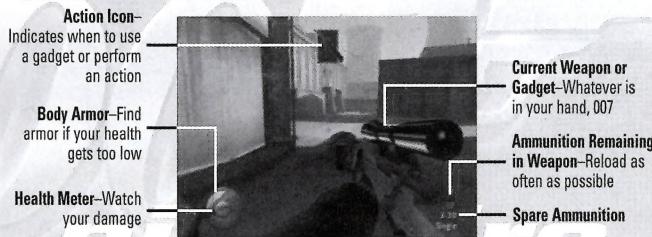
GAME TIP

If you sneak up on an enemy from behind, put your gun to his back and he'll surrender.

BOND IN ACTION

Saving the world means knowing what's going on around you, 007.

GAME SCREEN



HEALTH METER

When you are at full health, the meter is a full green circle. As you become injured, wedges of the circle disappear and the meter shifts color from green to yellow to red.

BODY ARMOR

Body armor can temporarily protect you from being injured.

CURRENT WEAPON OR GADGET

Your current available weapon or gadget. Indicates how much ammunition you have and the total number of rounds you're carrying.

AMMO REMAINING

When the icon appears, perform the conveyed action or use the proper gadget.

ACTION MOVES

When you need to grapple to a remote location, perform a hand-over-hand move, or zipline across a gap, a rectangular icon appears at the top of the screen. This tells you that you can perform an action move.

GRAPPLE



To grapple:

1. When the grapple icon appears, equip your grapple and look for a green target.
2. Align your grapple's crosshairs with the target and press the **R** Button. You are pulled to the target.

GAME TIP

Look for glowing objects; they provide clues as to what action you should perform.

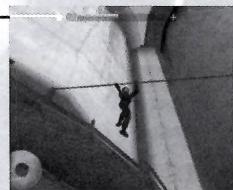
HAND-OVER-HAND & ZIPLINE



To perform a hand-over-hand move:

1. When the icon appears, press the Y Button. You grab the rope and the camera view switches to third-person.
2. Move the C Stick \leftrightarrow to move across the rope.
3. When you are finished, press the Y Button again to jump from the rope back to the ground.

Grip Meter—When this is drained completely, you lose your grip and fall.



❖ To perform a zipline move, press the Y Button to jump. You grab the rope and slide down the line.

PAUSE MENU

Quit your current mission, review objectives, change controls, or see your score.

❖ To access the Pause menu, press **START/PAUSE**.

MISSION

CONTINUE, **RESTART**, or **QUIT** your current mission.

OBJECTIVES

View your completed objectives and obtain hints on your incomplete objectives.

CONTROLS

Change or review your Controller configuration.

SCORE

Evaluate your current performance.

GAME TIP

If you are a proficient marksman, you can conserve ammo, boost your point total, and avoid dangerous firefights.

RESULTS SCREEN

View your stats and dossier from the Results screen.

- ❖ Press the X Button to view your Stats.
- ❖ Press the Y Button to view your Dossier.

STATS SCREEN

Overcoming adversity, using stealth, possessing accuracy, and inventing solutions in the face of overwhelming force are all traits that make you the world's best secret agent.

BOND MOVES

Each mission has a certain number of Bond-like actions you can perform. Your score increases for each action.

OPPONENTS

DISPATCHED

Number of enemies you eliminated.

SUBDUED

Bonus for subduing opponents with your stunner.

SURRENDERED

Bonus for making opponents surrender to you.

STEALTH RATING

Bonus for remaining undetected.

ACCURACY RATING

Aim well and get a higher score.

HEALTH REMAINING

The best agents never sustain injury.

TIME

A quick mission is the hallmark of a good spy.

007 BONUS

Once you attain a Gold Medal for a mission, you can replay the mission in order to pick up 007 Bonus Tokens. If you pick up all of the tokens—and your score is high enough—you may earn a Platinum Medal and a special reward.

NOTE: Subdue Bonus, Surrender Bonus, and Stealth do not apply to racing missions.

DOSSIER SCREEN

Review your records, rewards, gadgets, and weapons.

RECORDS

View your high scores for each mission.

Rewards

Review rewards and medals earned.

GADGETS

Review gadgets and their functions, including gadget upgrades you've unlocked.

WEAPONS

Review weapons and their strengths, including weapon upgrades you've unlocked.

GAME TIP

Don't try to barrel through groups of enemies; take cover and pick them off one at a time.



CHARACTERS

A whole new class of allies and enemies await you at every turn.

ALLIES

DOMINIQUE PARADIS

This stunning French beauty is ideally suited for deep undercover operations. She's also a small arms and explosives expert. Enlisted to track down a missing nuclear warhead, Dominique has infiltrated Drake's organization. Make close contact with her, 007. You will need all of her considerable skills to gain access to Drake's plans.

ZOE NIGHTSHADE

You will be paired again with an old ally, Zoe Nightshade. Agent Nightshade, as you know, is a rising CIA field agent. Her driving skills are world-class.

ALURA MCCALL

An operative on loan to MI6 based in Tokyo, Alura McCall is extremely adept with a variety of firearms. You'll find her services very useful, I'm sure.

ENEMIES

RAPHAEL DRAKE

Raphael Drake is a brilliant and charismatic businessman. In his effort to eradicate post-industrial waste, Drake transformed the Phoenix International Corporation from an ecology-ravaging behemoth into the world's leading "regeneration" company.

ARMITAGE ROOK

As Raphael Drake's head of security, Armitage Rook is a formidable adversary. With his massive physique and determined will, Rook has an incredible ability to survive anything. He'll be difficult to get rid of.

ALEXANDER MAYHEW

Mayhew oversees Phoenix International Corporation's Japanese holdings and has full knowledge of Drake's dealings. It's highly likely that Mayhew has key information at his country estate outside Tokyo.

MAKIKO HAYASHI

Makiko Hayashi is the bodyguard for Alexander Mayhew. Her diminutive appearance belies a body lethally honed in the martial arts. Her loyalty to Mayhew is unquestioned.

GAME TIP

Listen to M's advice; she won't mislead you.

MISSIONS

Outsmart and maneuver your way through these missions. Remember, the most important thing is to complete your mission objectives.

PARIS PRELUDE

Agent Dominique Paradis has gotten herself into a bit of a jam. It seems that she's being pursued by the organization who stole a warhead from the Phoenix International Corporation. Take a helicopter to Paris and rescue her. Then use your Aston Martin V12 Vanquish to finish the job. (► *Paris Prelude Walkthrough* on p. 17)

THE EXCHANGE

A vital piece of missile guidance hardware has been stolen from a secret U.S. government lab in Japan. MI6 has received information that Raphael Drake is connected. We'd like you to attend a VIP party Drake is hosting at his castle in the French Alps—enter the grounds and see if you can find the missing links.

ALPINE ESCAPE

Use one of Drake's modified snowmobiles to escape his Castle. The mounted machine gun/rocket launcher may be useful in fending off any unwanted pursuers.

ENEMIES VANQUISHED

Continue your mission in Q's specially modified Aston-Martin V12 Vanquish. This beauty comes fully-loaded with an arsenal of high-tech weapons and gadgets. Remember not to harm the local Austrian police, though—they're on the side of good.

DOUBLE CROSS

Alexander Mayhew, Drake's trusted partner turned informant, has requested your protection at his Tokyo estate. Mayhew possesses extremely sensitive files that cannot fall into the hands of Drake's Yakuza thugs. Escort Mayhew to the safety of his underground bunker and locate the files. Bond, the Yakuza are notorious for taking hostages. Be sure that Mayhew's employees remain unharmed, then secure the files and escape with Mayhew.

NIGHT SHIFT

Make a covert infiltration into the headquarters of Mayhew's Japanese operations in Tokyo. Use your various Q-gadgets to locate and unlock encrypted files on Operation NightFire, and then make your escape from the building rooftop.

GAME TIP

If you kill civilians, your mission is over.

CHAIN REACTION

Mayhew's "Operation NightFire" file has led us to a decommissioned nuclear power plant on the Honshu coast. Enter and explore the power plant while avoiding detection by the armed guards. Penetrate the most secret areas of the plant and discover what's really happening in the decommissioning process.

PHOENIX FIRE

Through an unexpected turn of events, you've been delivered into the hands of Raphael Drake. Stay sharp to exploit every little advantage that presents itself and battle your way out of this situation. Be on the lookout for Drake's Black Ops team – their tenacity is well-honed.

DEEP DESCENT

Infiltrate Drake's remote island base. This will be a good opportunity for you to test out Q's latest innovation with the Aston Martin. Watch out for Drake's submerged patrols.

ISLAND INFILTRATION

Destroy the air defense system that protects the island from attack. Take advantage of any of Drake's vehicles on the island.

COUNTDOWN

Advance through Drake's fortified base to reach the shuttle launch area. Prevent Drake's henchmen from following him into space. And do be cautious of the space shuttle's main engines—they tend to get a bit warm.

EQUINOX

The fate of the world is once again in your hands, 007. It seems that Drake has converted the International Missile Defense Platform into his own weapon to dominate the world. It's time to put an end to Drake's evil schemes.

GAME TIP

Reload whenever you have a chance, even if you have half a clip remaining.

PARIS PRELUDE MISSION WALKTHROUGH

In case you're feeling a little rusty, 007, let me assist you with your first mission.

Using your sniper rifle:

1. Shoot out the tire of the first car by pressing the **R** Button to fire.
2. Shoot subsequent cars in their hoods, tires, and gas tanks.
3. When the helicopter positions itself at the end of the avenue, zoom in with the scope by holding the **L** Button and use the **+**Control Pad \downarrow . Eliminate the sniper on the sunroof and blow it up with a shot to the grill!
4. Agent Paradis enters a construction yard; shoot the chain to destroy the make-shift ramp, and send the enemy car plummeting!

Pull Dominique into the helicopter and call the Vanquish. Now, pursue the truck through the streets of Paris.

Driving the Vanquish:

1. Press the **B** Button to activate the Q-Smoke. Press the **R** Button to accelerate. Keep right.
2. Jump off the café patio and barrel through the restaurant fronts.
3. Press the **B** Button to activate the Q-Wedge and slide through the road block. Make a hard left out of the roadblock.
4. Press the **A** Button to fire your rockets. Keep to the right.
5. The bridge is out up ahead! Press the **B** Button to fire the Q-Boost!
6. There's the truck again! Press the **B** Button to fire the EMP projectile and disable it.

GAME TIP

If your health is low, take the time to backtrack and search for body armor.

BOND EQUIPPED

A key to all successful agents, besides their abilities, is their equipment. Get to know yours, 007.

BODY ARMOR

Body armor comes in very handy when not amongst friends.

- ◎ When you are wearing armor, a golden shell covers the health meter. When injured, the golden shell depletes in place of your health.
- ◎ A full armor jacket restores your armor to 100%.

NOTE: Body Armor cannot protect you from injury caused by falling from heights.

WEAPONS

You'll need to become familiar with the weapons at your disposal to complete this mission successfully.

PISTOLS

WOLFRAM PP7

This small, semi-automatic handgun is supremely accurate and can be fitted with a silencer for the utmost stealth.

GOLDEN PP7

The Golden PP7 provides all the amenities of its predecessor with twice the power.

WOLFRAM P2K

The Wolfram P2K is a very accurate weapon that can be equipped with a laser sight and removable silencer.

GOLDEN P2K

Just as reliable as the Wolfram P2K, the Golden P2K offers twice the firepower.

KOWLOON TYPE 40

This reliable handgun can be set to fire three rounds with every pull of the trigger.

RAPTOR MAGNUM

This heavy caliber handgun is a powerful ally. The clip size is low but some models come with a laser sight which makes them more accurate but takes a little longer to aim.

GOLDEN GUN (MULTIPLAYER ONLY)

The ultimate handgun, the Golden Gun is powerful but requires loading after each shot.

GAME TIP

When you require stealth, attach the silencer to your Wolfram PP7.

MACHINE GUNS

DEUTSCHE M9K

This very accurate submachine gun can be equipped with a silencer and is ideal for covert missions.

STORM M32

This reliable, lightweight machine gun has a large clip but low accuracy.

SG5 COMMANDO

This compact assault rifle has a high rate of fire, but can be switched to a more accurate 3-round burst. It also comes equipped with a telescopic sight.

ADVANCED INDIVIDUAL MUNITIONS SYSTEM-20 (AIMS-20)

The AIMS-20 is an advanced military weapons system. It is fitted with a computerized telescopic sight and can be switched between a powerful rifle firing 3-round bursts or a fast-firing grenade launcher.

OTHER

KORSAKOV K5 DART GUN

This weapon fires a dart capable of temporarily tranquilizing an opponent. Its capacity is five rounds.

FRINESI AUTOMATIC 12

This large shotgun's high capacity and alternate rapid rate of fire make it a highly effective close combat weapon.

WINTER TACTICAL SNIPER RIFLE

The standard bolt-action issue of the British Army is an extremely powerful but slow firing weapon, which possesses a small clip and a massive zoom with telescopic sight.

WINTER COVERT SNIPER

Designed for special operations, this variant on the Winter Sniper is fitted with an integral silencer and comes equipped with a powerful telescopic sight.

MILITEK MARK 6 MULTI GRENADE LAUNCHER

This semi-automatic grenade launcher fires explosive projectiles which can be set to explode on contact or after a time delay.

AT-420 SENTINEL

The warheads on this portable missile launcher can breach tank armor. It can be fired either camera-guided (you won't be able to move until the missile has detonated) or unguided.

GAME TIP

Keep an eye out for snipers in high places.

AT-600 SCORPION

This missile launcher can eject rapid-fire missiles without any guidance or fire single heat-seeking missiles which track their target automatically. Use these against large slow-moving targets like vehicles.

DELTA REPEATER CROSSBOW

A magazine-fed, pump action crossbow with a telescopic sight, the Delta Repeater Crossbow is totally silent and highly damaging, but takes some skill to use at range.

PHOENIX SAMURAI LASER RIFLE

Each shot from this experimental weapon generates a great amount of heat and requires a cooling time. Alternate fire mode is a single shot which takes time to charge up and instantly overheats the weapon but does massive damage.

NOTE: If you have no weapon equipped, you will be using your fists.

EXPLOSIVES

FRAGMENTATION GRENADE

This explosive grenade injures anyone within its blast radius.

SMOKE GRENADE

The smoke grenade produces a cloud of smoke that upsets enemy aim and cloaks movement.

FLASH BANG GRENADE (STUN GRENADE)

This grenade temporarily blinds and stuns opponents.

SATCHEL CHARGE

This plastic explosive can be placed on an object and detonated via a timer, which can be manually set in 5 second increments.

REMOTE MINE

The remote mine sticks to any surface and can be detonated from a safe distance.

LASER TRIP BOMB

This laser-activated bomb explodes when someone crosses its beam. Shooting these bombs causes them to explode.

GADGETS

Q has fashioned some rather nice items for your mission, 007. Do try to return everything in one piece.

KEY FOB STUNNER

Your car keys have been altered into an electric stunner. This device holds a small charge that can temporarily immobilize an enemy at close range. Use it wisely—it must recharge after each use.

GAME TIP

When outnumbered and outgunned, a flash bang grenade can temporarily immobilize your enemies.

WRISTWATCH LASER

Your watch has been fitted with a small focused laser. It's not very effective against enemies, but it'll do the trick on locks and wires.

GRAPPLING HOOK

Q has converted your cell phone into a personal grappling hook. Aim it at a suitable surface and fire—it should carry you right to your target.

MICRO CAMERA

Compact and discreetly disguised as a lighter, the Micro Camera takes pictures very quickly. You can also use it as a telescopic device for pure surveillance.

VISION ENHANCEMENT GLASSES

These glasses enhance ambient light and have thermal-imaging capabilities for viewing in near-infrared light or through thin surfaces.

Q-WORM

Uploading this program into a computer allows Q-Branch to remotely access encrypted data on a target system.

DECRYPTOR

Disguised as a common palmtop computer, this sophisticated micro-computer allows you to bypass electronic locks.

PHOENIX RONIN

Created by Phoenix, the Ronin is a rapid-fire auto cannon disguised as a suitcase. Once deployed, it automatically detects and fires at any movement in front of it. Pressing Fire again will allow you to remotely control the gun yourself.

SHAVER GRENADE

This shaver can be used as a remote-detонated flash-bang grenade.

GAME TIP

Peek into rooms and corridors before entering. You never know what or who could be waiting for you.

BOND BEHIND THE WHEEL

Do try to bring the car back in one piece, will you, 007?

ASTON MARTIN V12 VANQUISH

The Vanquish is quite a formidable piece of machinery. Fitted with an impressive 6.0-liter, 450 hp V12 engine, the Vanquish accelerates from 0 to 60 in 4.5 seconds and can hit top speeds in excess of 190 mph. In addition, this super-elite vehicle also happens to be the most sophisticated and technologically superior weapons system on the road.



DRIVING BASICS

- ❖ To steer, press the Control Stick \leftrightarrow .
- ❖ To accelerate, press the **R** Button.
- ❖ To brake and reverse, press the **L** Button.
- ❖ To change camera angles, press the **Z** Button.
- ❖ To use the currently selected gadget, press the **B** Button.
- ❖ To fire the currently selected weapon, press the **A** Button.
- ④ For a complete list of driving controls, ► *Driving Controls* on p. 6.

DRIVING WEAPONS

MACHINE GUNS

Rapid-fire high-power machine guns.

MISSILES

Infrared-guided missile system.

TORPEDOES

Self-guided or remote-controlled torpedoes for use against underwater targets.

GAME TIP

When in a moving vehicle, listen to your co-pilot. They'll often call enemies out to you.

DRIVING GADGETS

Q-SMOKE

Rear-deployed smoke emission to evade enemies.

Q-BOOST

High-performance dual turbocharger adds acceleration when you need it most.

Q-WEDGE

Hydraulic lift system raises the car onto two wheels. A compact limpet mine that can be used to destroy underwater structures.

Q-CHARGE

Produces an electro-magnetic pulse that stops enemy vehicles cold.

MULTIPLAYER

These scenarios pit MI6 agents and others against skilled enemy opponents.

SCENARIOS

Choose a multiplayer scenario and begin gameplay.

ARENA

Free-for-all combat. A point is earned for each agent eliminated.

TEAM ARENA

Arena gameplay with players grouped into either Phoenix or MI6.

CAPTURE THE FLAG

Each team has a base with a flag. Points are obtained by stealing the enemy flag and returning it to your own base.

UPLINK

Three satellite dishes are situated around a level. Touch the dish to activate the uplink. When a team successfully activates all three dishes, they begin earning points.

TOP AGENT

Each player has a set number of lives. When you exhaust your lives, you're out of the game. The last agent standing is the winner.

DEMOLITION

The MI6 team must destroy a designated target within the set time limit. The Phoenix team must prevent the attackers from destroying the site by eliminating the attackers.

PROTECTION

The MI6 team must defend a designated target while the Phoenix team tries to destroy it.

INDUSTRIAL ESPIONAGE

Each team sets out to find the data disk and bring it to their base.

GOLDENEYE STRIKE

Obtain the two halves of the GoldenEye key to trigger an orbital satellite strike on the enemy team.

GAME TIP

When driving, always keep an eye out for alternate routes.

ASSASSINATION

A single assassin comprises one team. The remaining players comprise the target team who must stop him. One player on the target team is designated as the assassin's target. When the target is assassinated, another player is randomly selected as the next target. The assassin receives five points for eliminating the target. If the target takes out the assassin, he receives three points.

KING OF THE HILL

Move into the special power vortex to begin earning points. The player with the most points wins.

TEAM KING OF THE HILL

Divide into teams and get at least one agent into the power vortex to begin earning points.

NOTE: Some scenarios need to be unlocked to gain access to them.

SCENARIO OPTIONS

Customize your multiplayer experience.

AI BOTS

Create Bots to add to your team and/or your opponents' team.

To Create a Bot:

1. Select AI BOTS from the Multiplayer Options screen and press the A Button. The Multiplayer Bots screen appears.
2. Highlight a Bot and press the A Button. The Multiplayer Bot Setup screen appears.
3. Choose your Bot's appearance and press the A Button. Bot trait options appear.
4. Select your Bot's traits and press the A Button. Your Bot is created and you return to the Multiplayer Bots screen.

BOT TRAITS

PLAYING

Toggle between YES and NO.

MOVE SPEED

Choose how fast or slow the Bot is.

PERSONALITY**M16 PERSONALITY****NONE**

Bot has no severe traits, making for a well-balanced player.

COLLECTOR

Collects pickups whenever possible.

GUARDIAN

Protects members of the same team.

TEAM PLAYER

Works cooperatively to win the game.

JUDGE

Targets the player with the highest score.

GAME TIP

Use the scope on the sniper rifle to survey unfamiliar environments.

PHOENIX PERSONALITY**NONE**

Bot has no severe traits, making for a well-balanced player.

BERSERKER

Seeks out and attacks the nearest player—no concern for winning or pickups.

GREEDY

Collects pickups regardless if convenient.

VENGEFUL

Targets the player who last killed the Bot. Scores double if it kills this person.

ASSASSIN

Targets players who are weaker than itself.

AGGRESSION

Select how aggressive the Bot is.

ACCURACY RATING

Determine how accurate a marksman the Bot is.

HEALTH

Set the Bot's health.

REACTION TIME

Choose how fast the Bot's reactions are.

RECOVERY RATE

Decide how quickly your Bot recovers from taking damage.

GAME RULES

Set your scenario's gameplay rules.

DURATION

Set the duration of the match.

POINTS

Set the amount of points that, when acquired, ends the game.

PLAYER MODS

Change the options that affect players.

FRIENDLY FIRE

Players can injure their teammates when **ON**.

WEAPON SET

Choose which weapon set is available.

PROFESSIONAL MODE

Dispense more damage when **ON**.

HIT LOCATION DAMAGE

Hits are body location sensitive when **ON**.

TEAM ID

Players wear team identification when **ON**.

ENVIRO-MODS

Adjust the map's environment to suit your playing style.

RESPAWN

Choose to reinsert players **NEAR** or **FAR** from enemy players or at a **RANDOM** location.

FIXED GUN

Auto turrets appear in the map and fire at anyone within range when **ON**.

EMPLACEMENTS

Gas barrels explode when shot when **ON**.

EXPLOSIVE SCENERY

Agents can use grapple gadgets when **ON**.

GRAPPLE

You'll find remote controlled miniature vehicles in some levels when **ON**.

MINI-VEHICLES

GAME TIP

Many situations are better handled by stealth than strength.



SAVING AND LOADING

Save your game each time you complete a level.

To load a mission:

1. Select NIGHTFIRE from the Main menu. The Select Codename screen appears.
2. Choose the Codename that your progress is saved under and press the A Button. The Select Difficulty screen appears.
3. Select your difficulty level and press the A Button. The Single Player screen appears.
4. Select which mission you would like to load and press the A Button. Gameplay resumes.

NOTE: Never insert or remove a Nintendo GameCube™ Memory Card when loading or saving files.

NOTE: You must have completed every subsequent mission to load a particular mission.

NOTE: If you have selected PLAY WITHOUT SAVING during setup you cannot save your game progress.

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GAME TIP

Use your environment to your advantage—for instance, a group of soldiers near a gas drum can be eradicated with one well-placed shot.

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GAME TIP

Search all areas thoroughly for well-kept information or hidden supplies.

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Performed by Esthero

Written by Esthero, Paul Alexander Campbell and Henry Priestman

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GAME TIP

Try activating anything that looks like a knob or switch or secret passageway—anything that may be opened, turned on/off, destroyed, etc.

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